Primitive Definitions
- VERTURES
- TEX PURE COURDINATES ጀ Rendering Parameters
Simulates Unit Sweet **VERHOUS** ESTACED COCONAN Rendering Engine Frame Buller **5 5** 2 3est Available Copy Texture Maps Display 8 Ź

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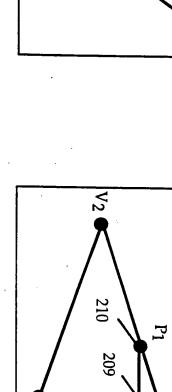
207

204

V3

FIG. 2A

<u>200</u>



200

FIG. 2B

 V_3

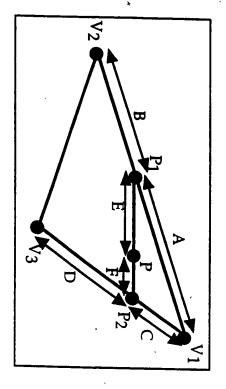


FIG. 2C

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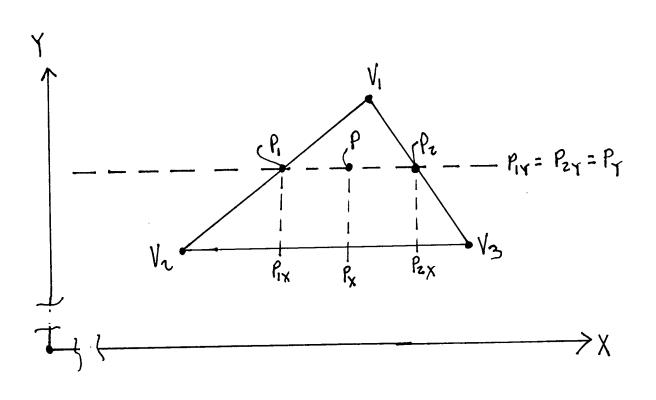
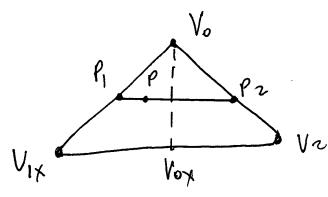
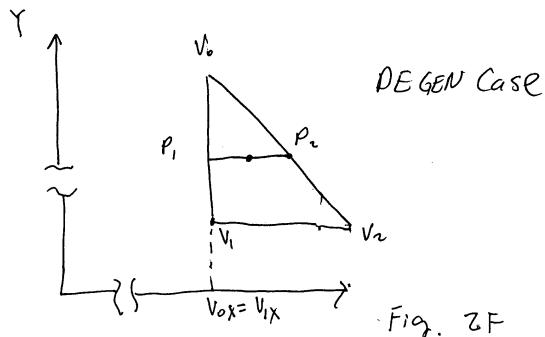


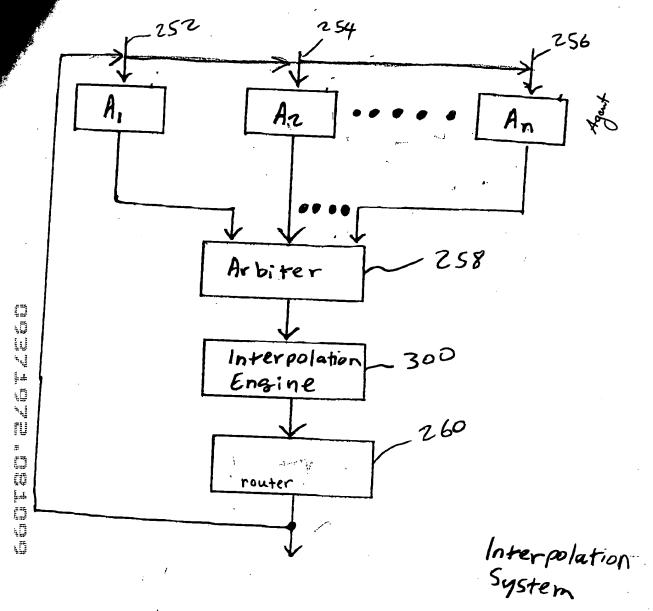
Fig. ZD



Non-DEGEN case i.e., X1-X0 !=0



250



HIF LL PAR LIP

Az = Span Set up mint

Fig. 3

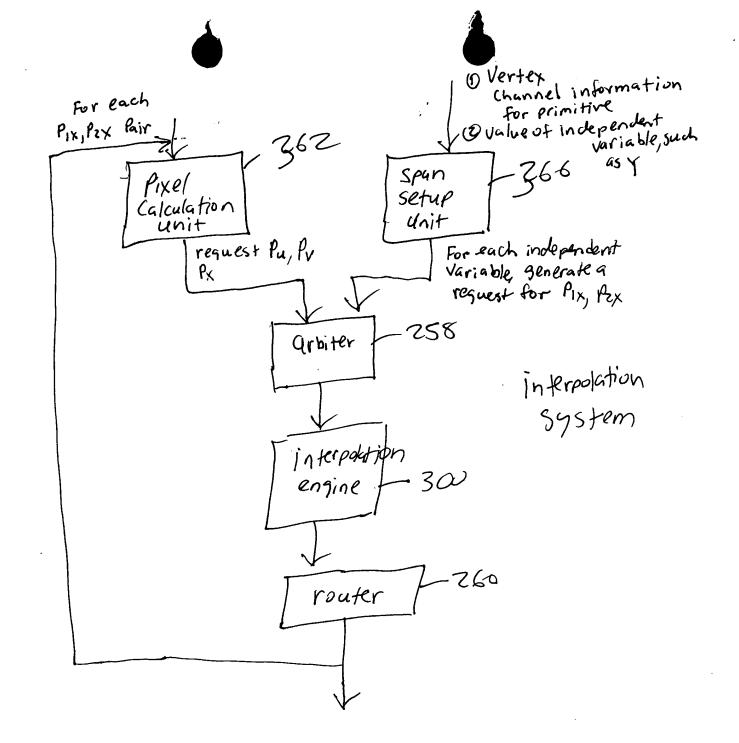
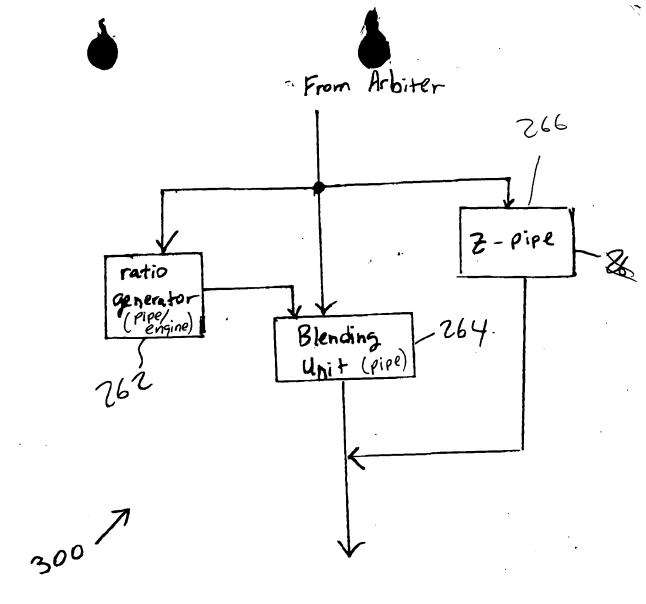
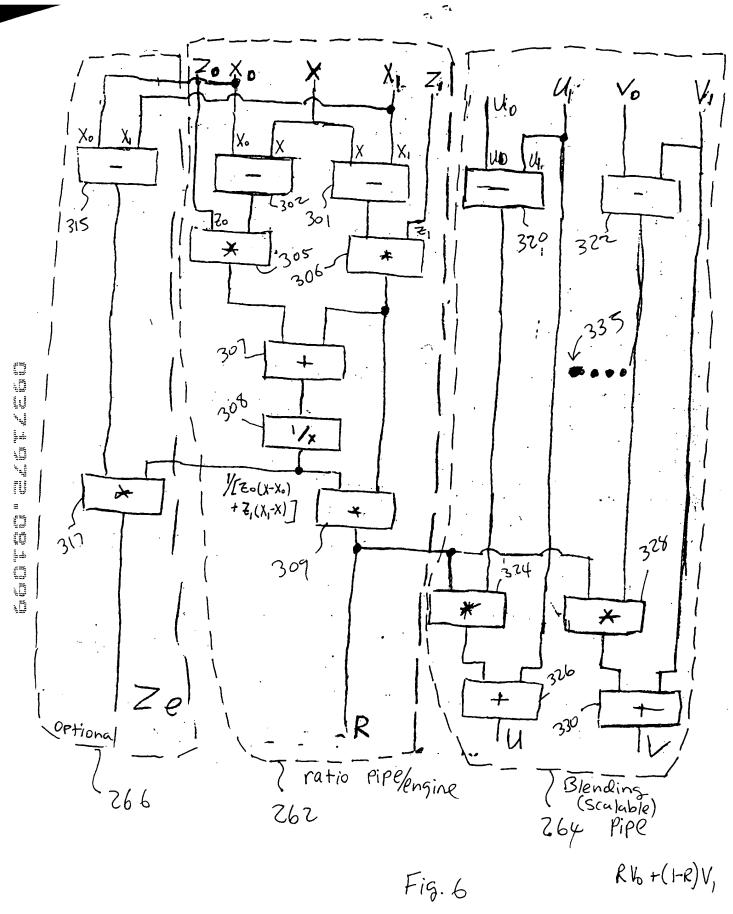


Fig. 4



Interpolation Engine

Fig. 5



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